FIG. 1

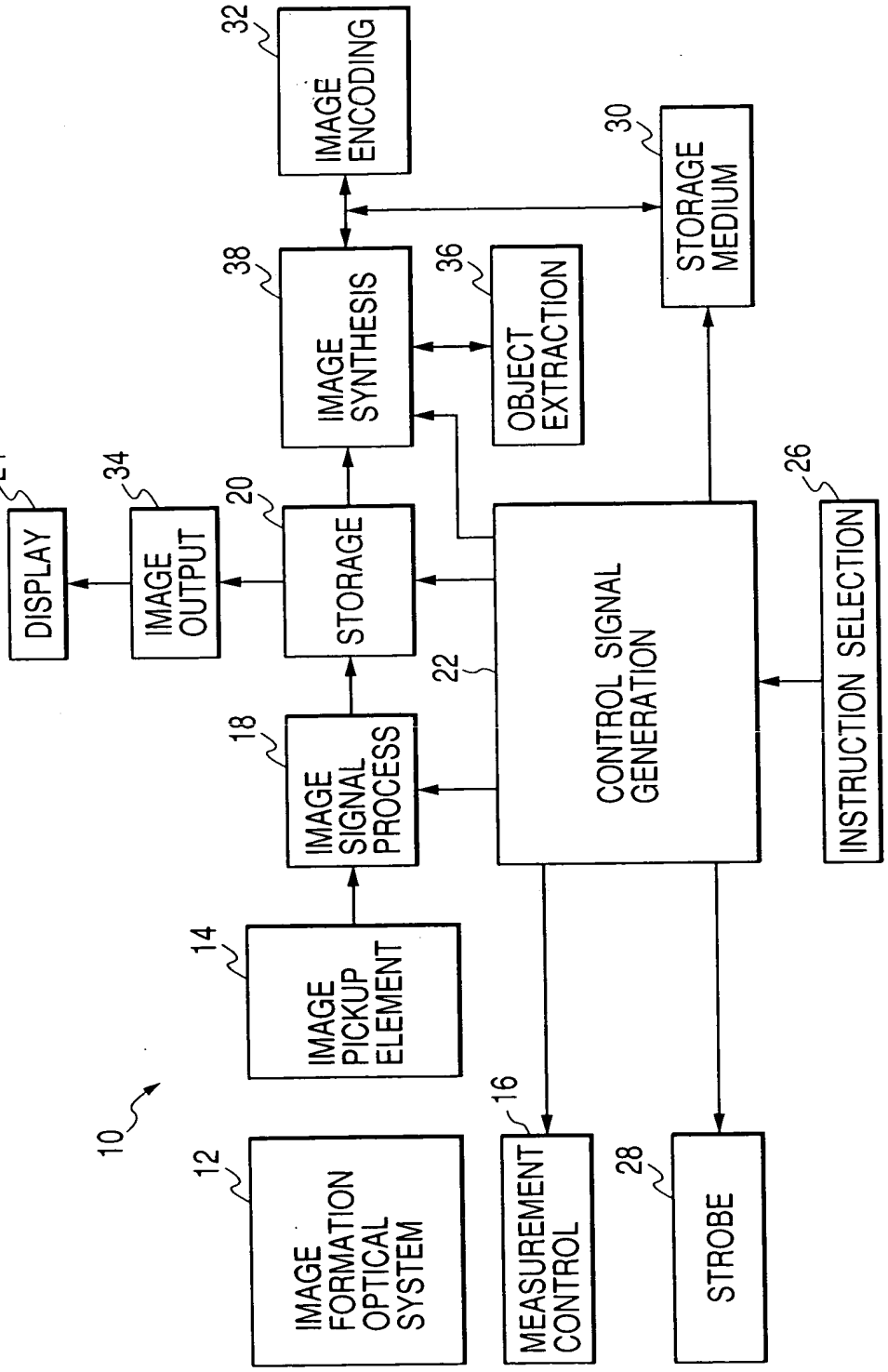


FIG. 2

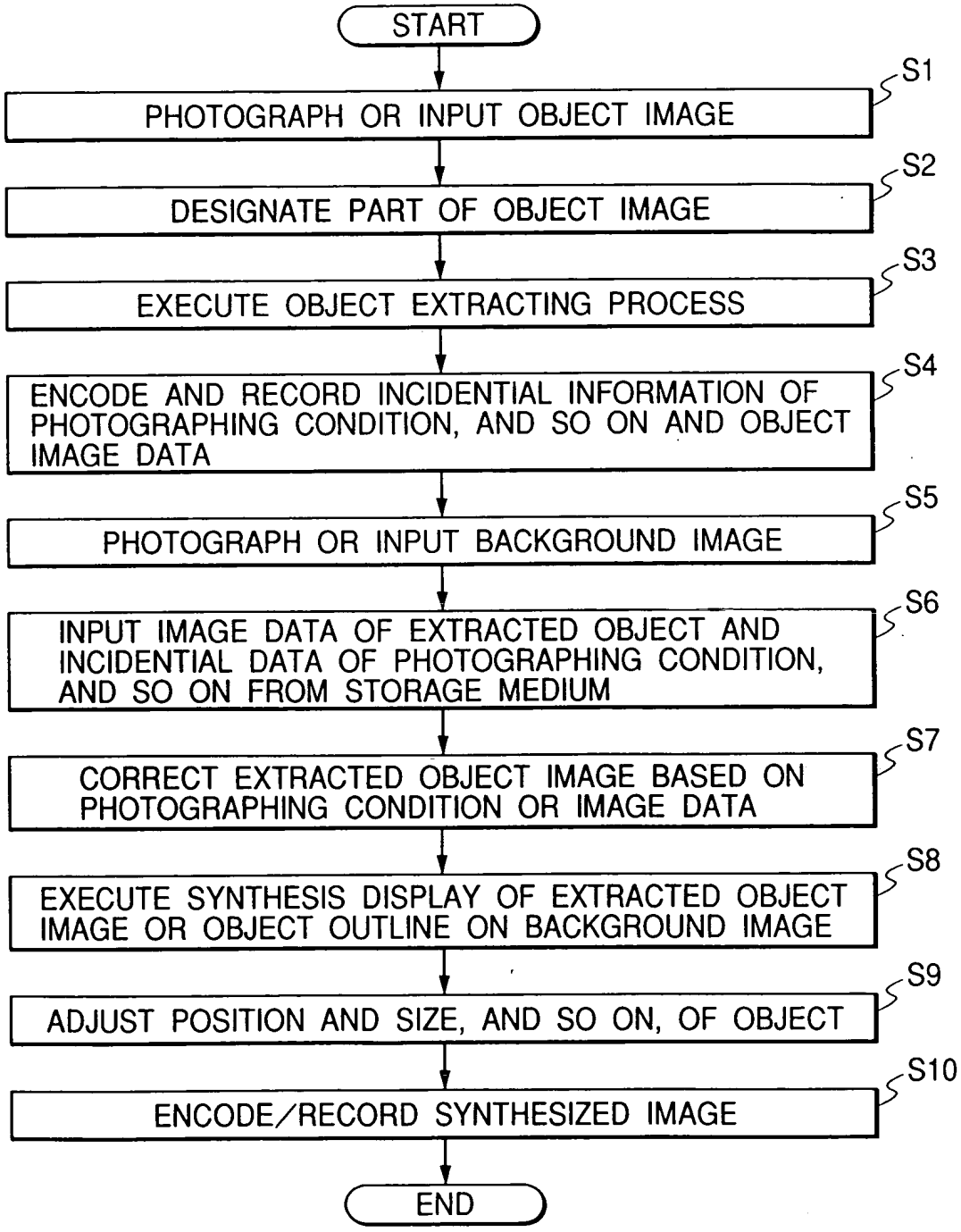


FIG. 3

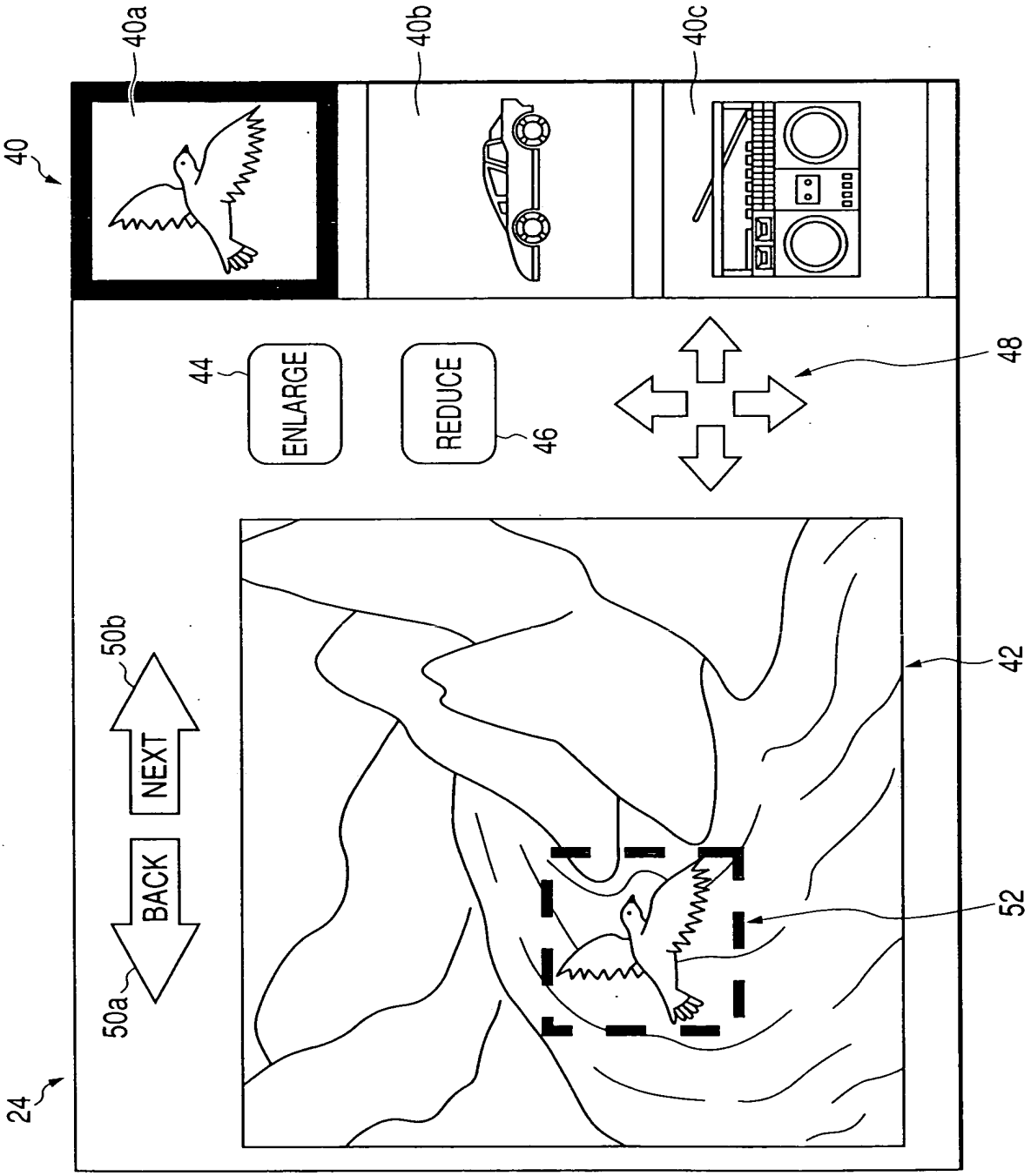


FIG. 4

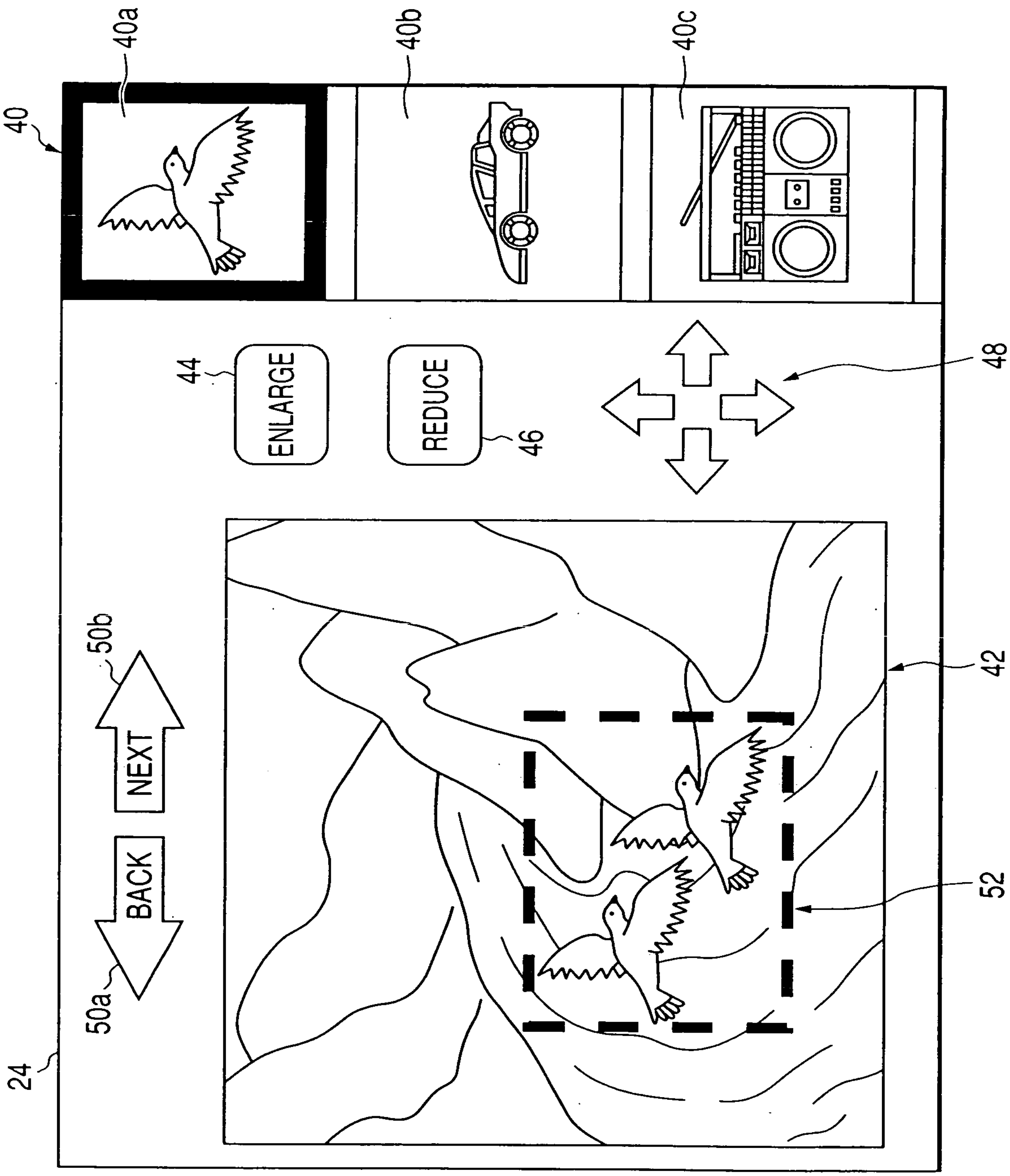


FIG. 5

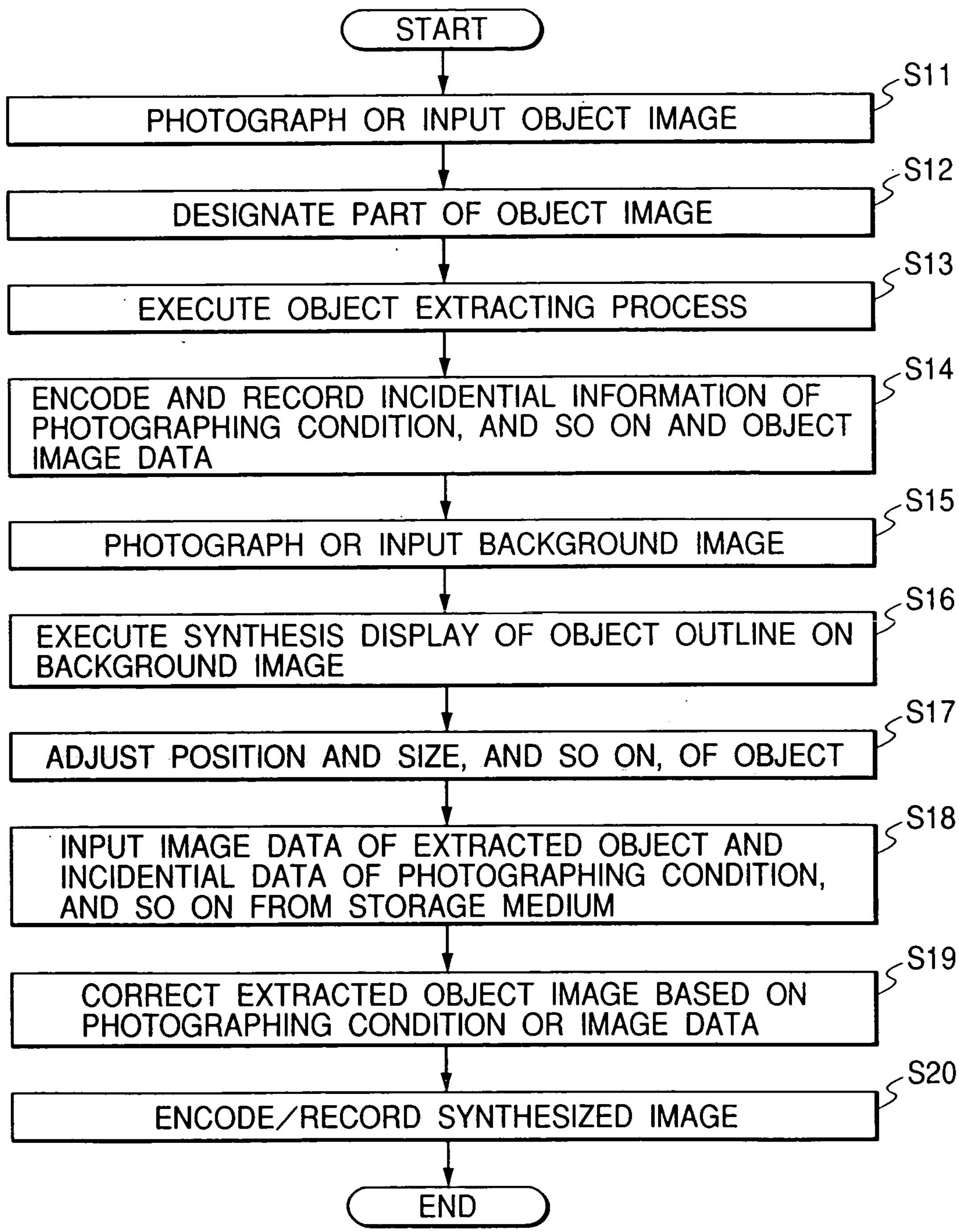


FIG. 6

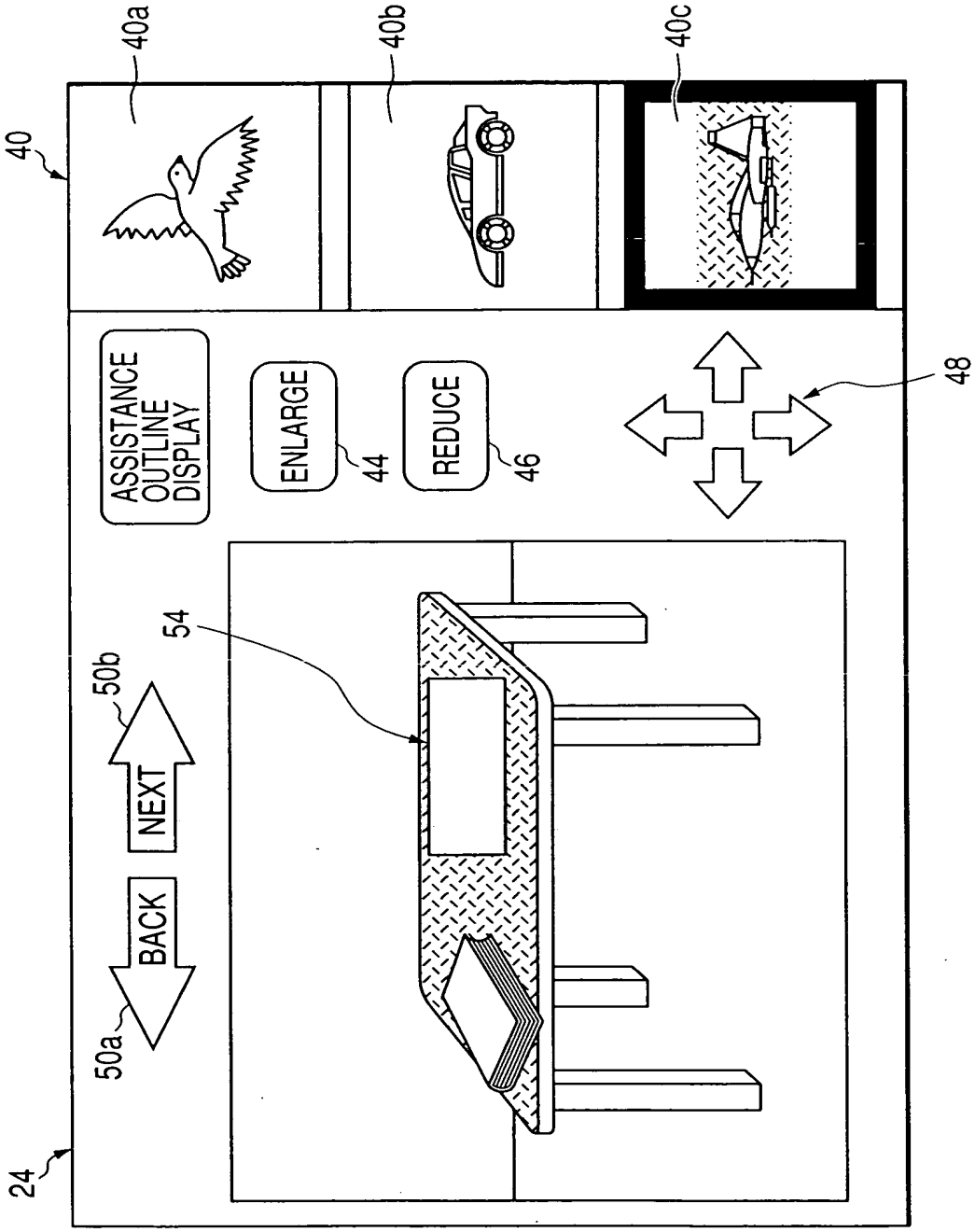


FIG. 7

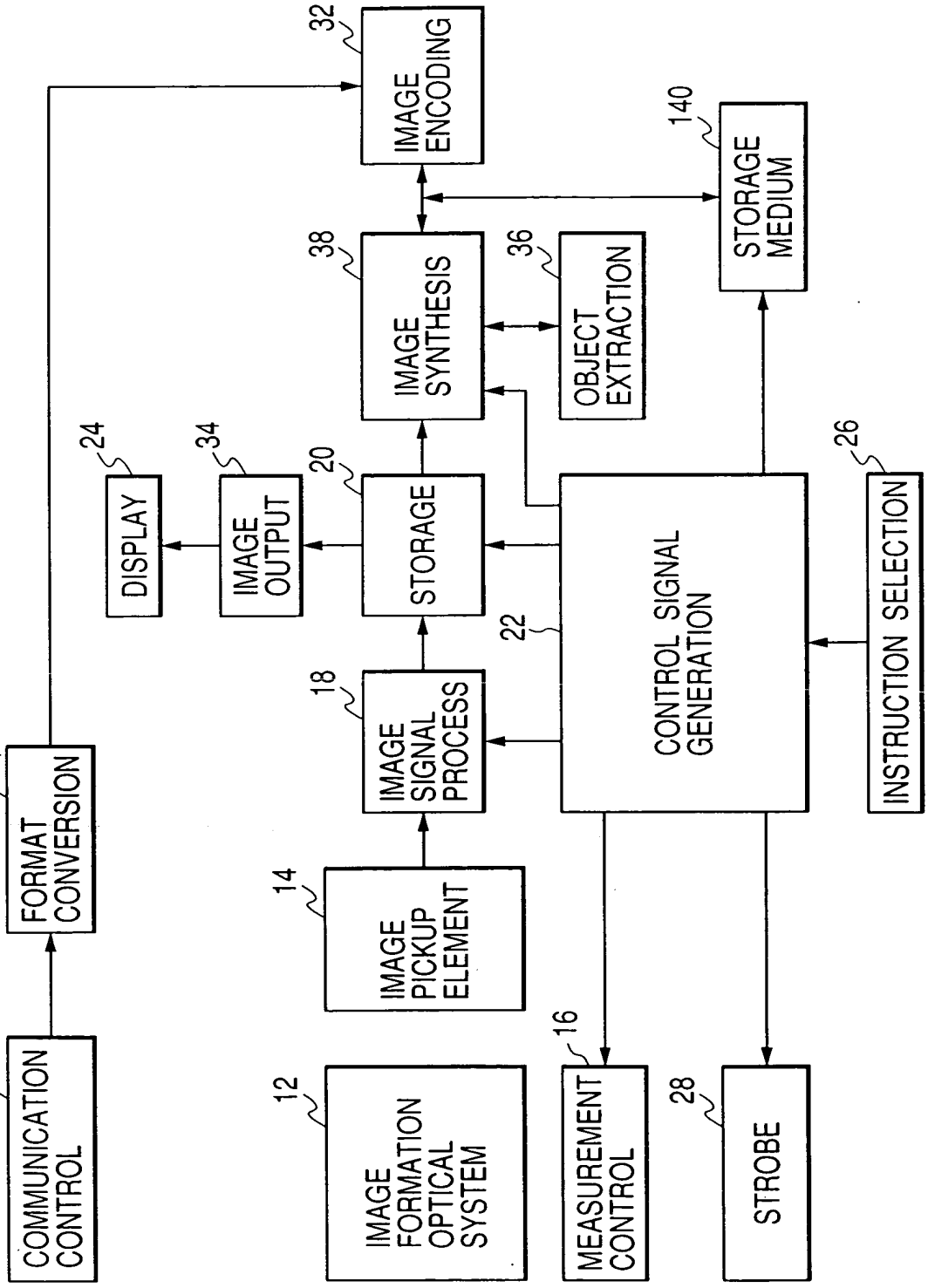


FIG. 8

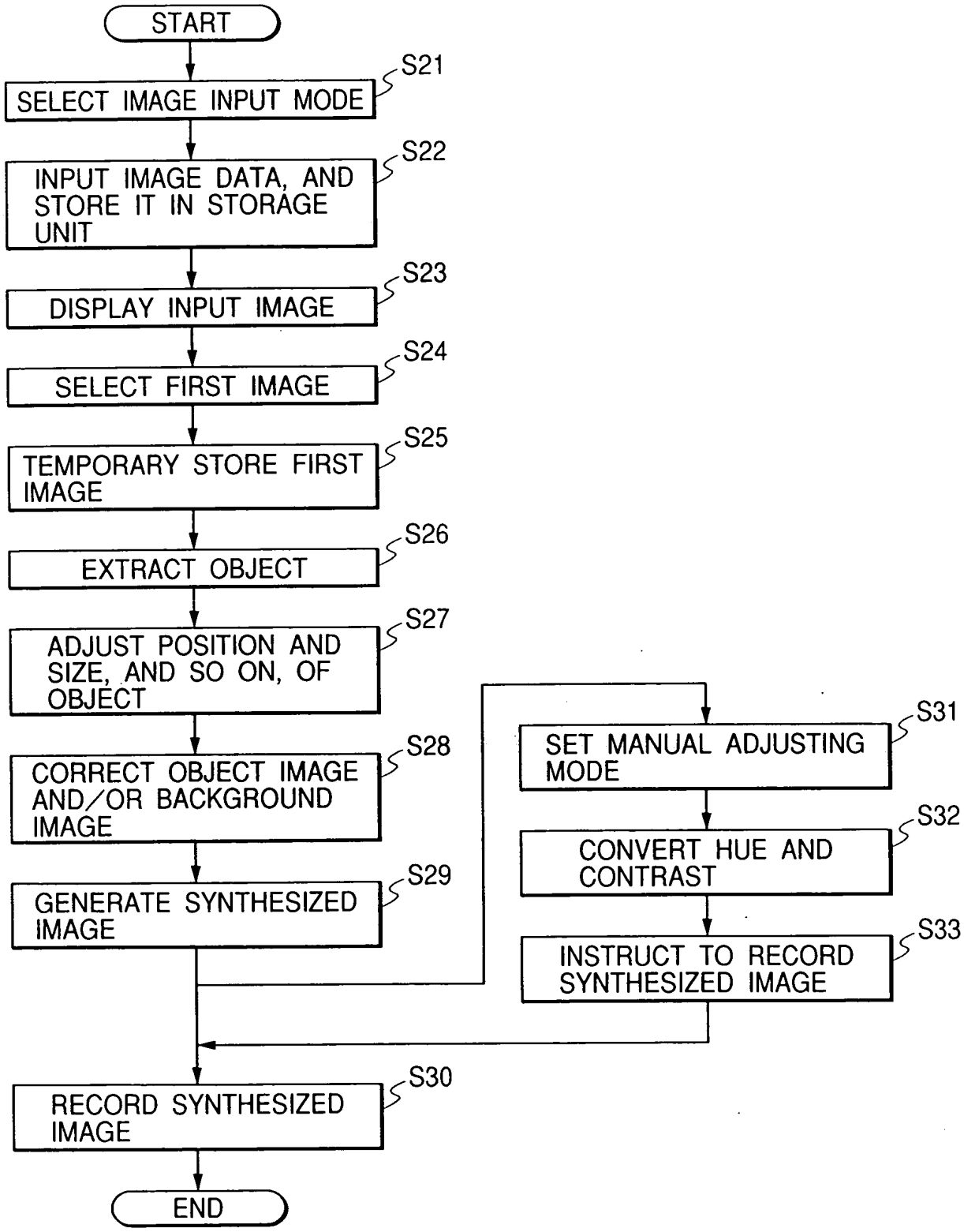


FIG. 9

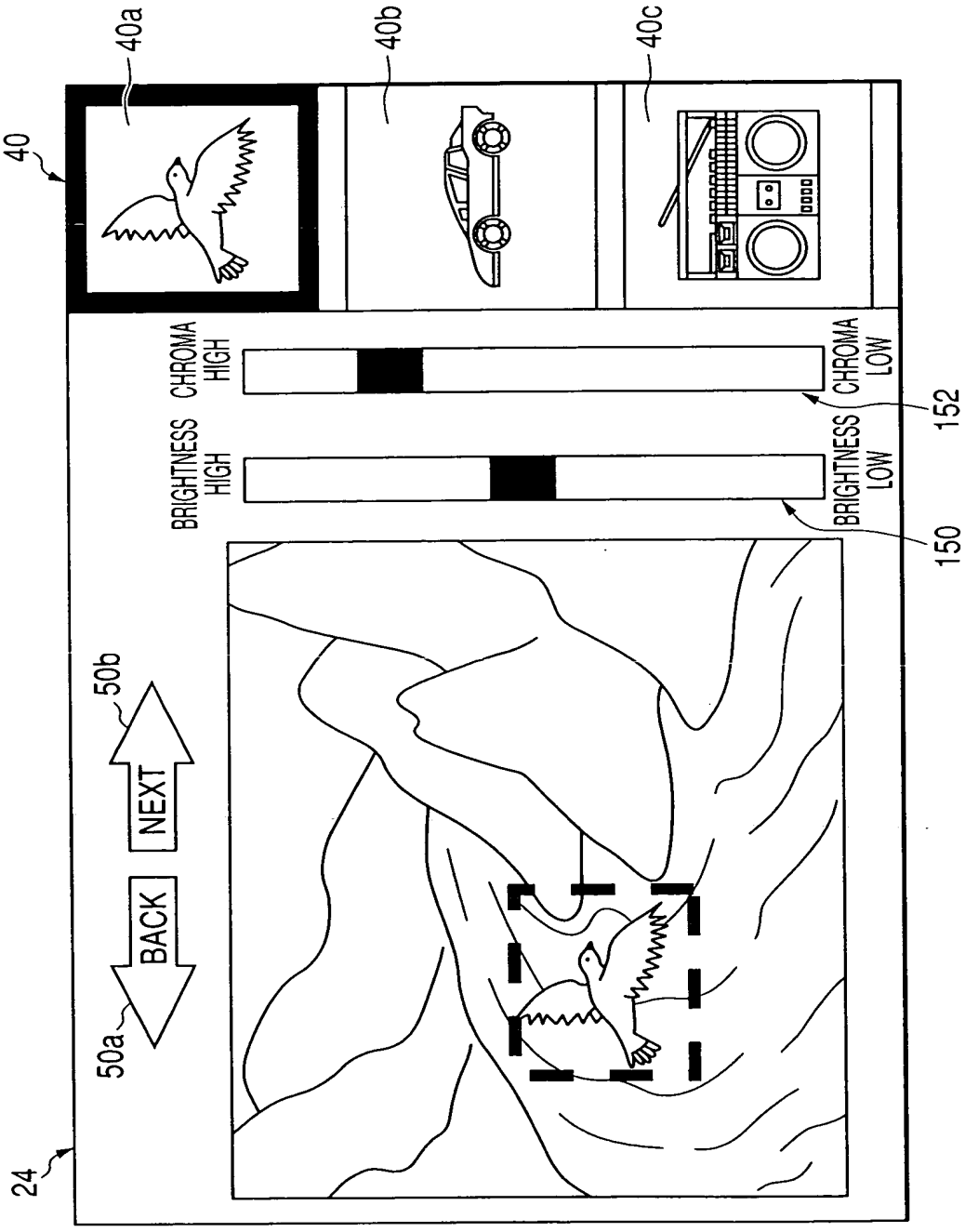


FIG. 10

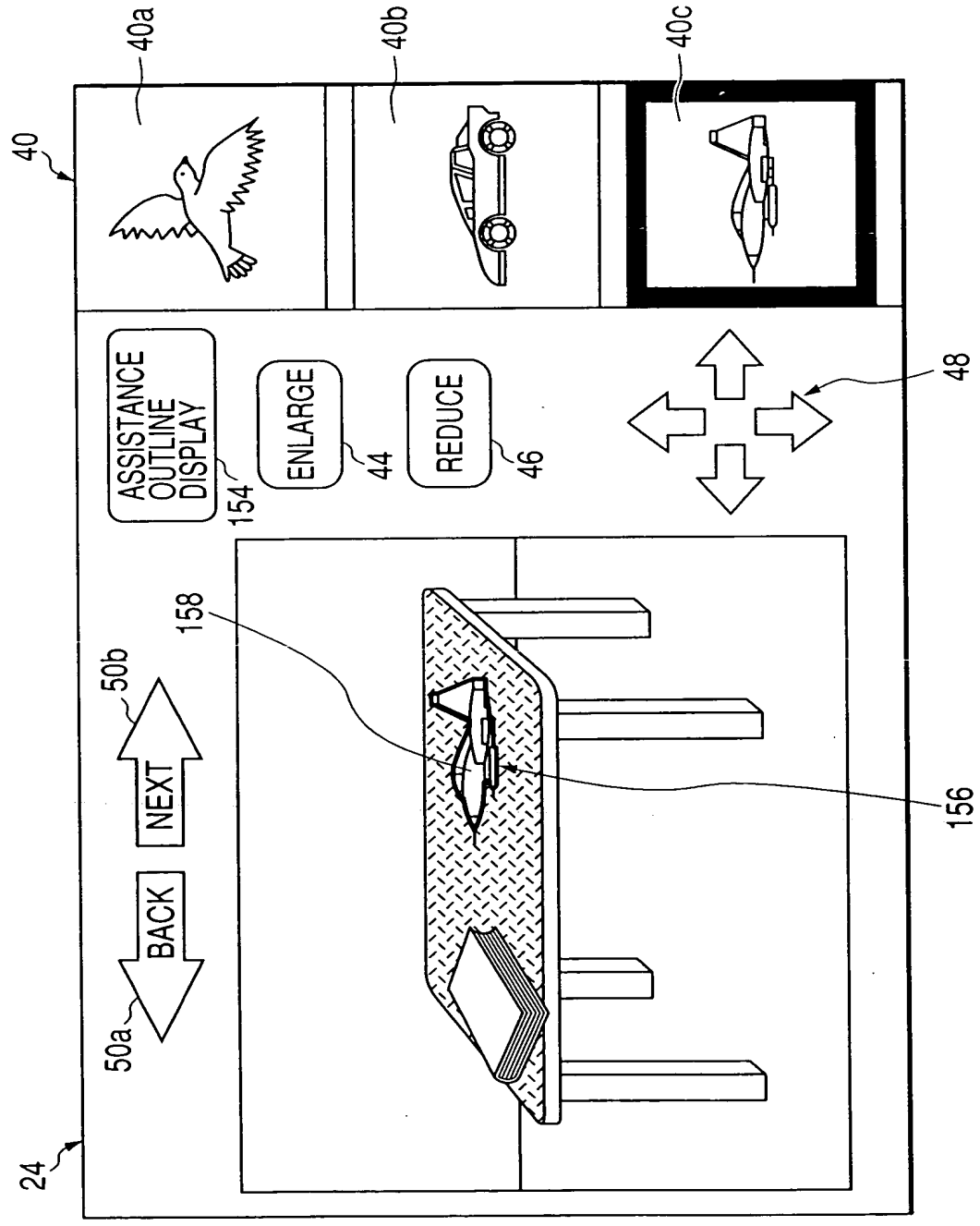


FIG. 11

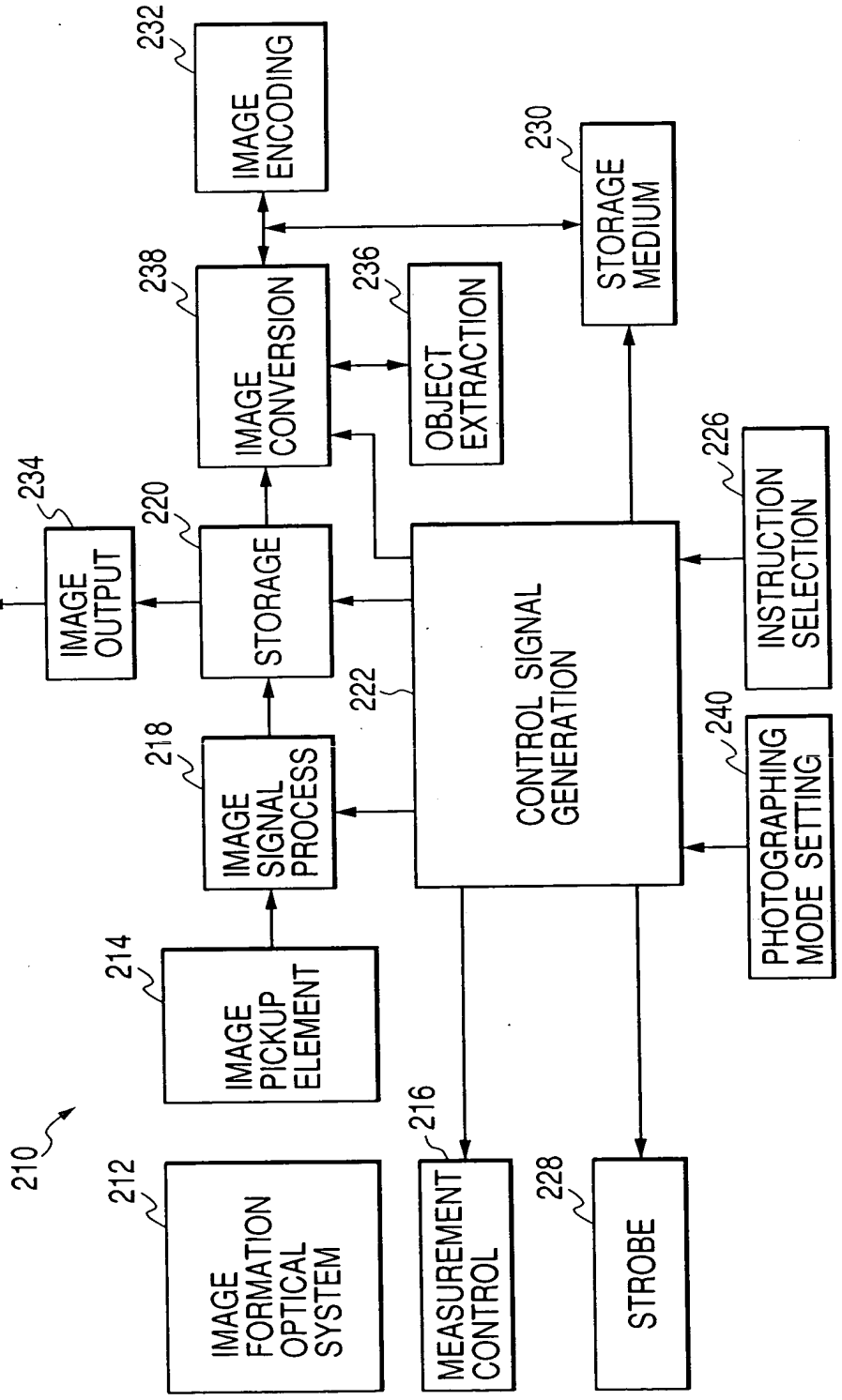


FIG. 12

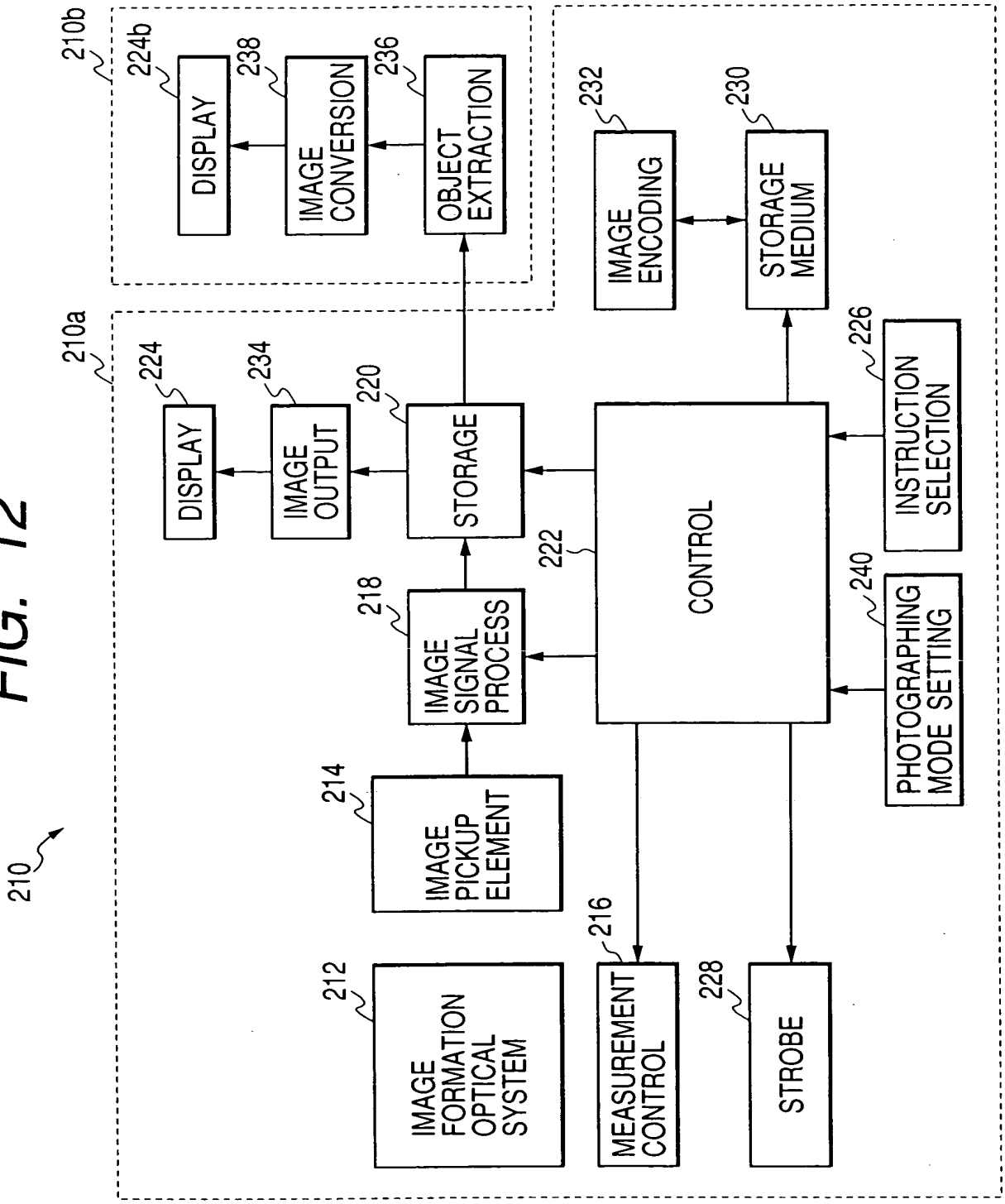


FIG. 13

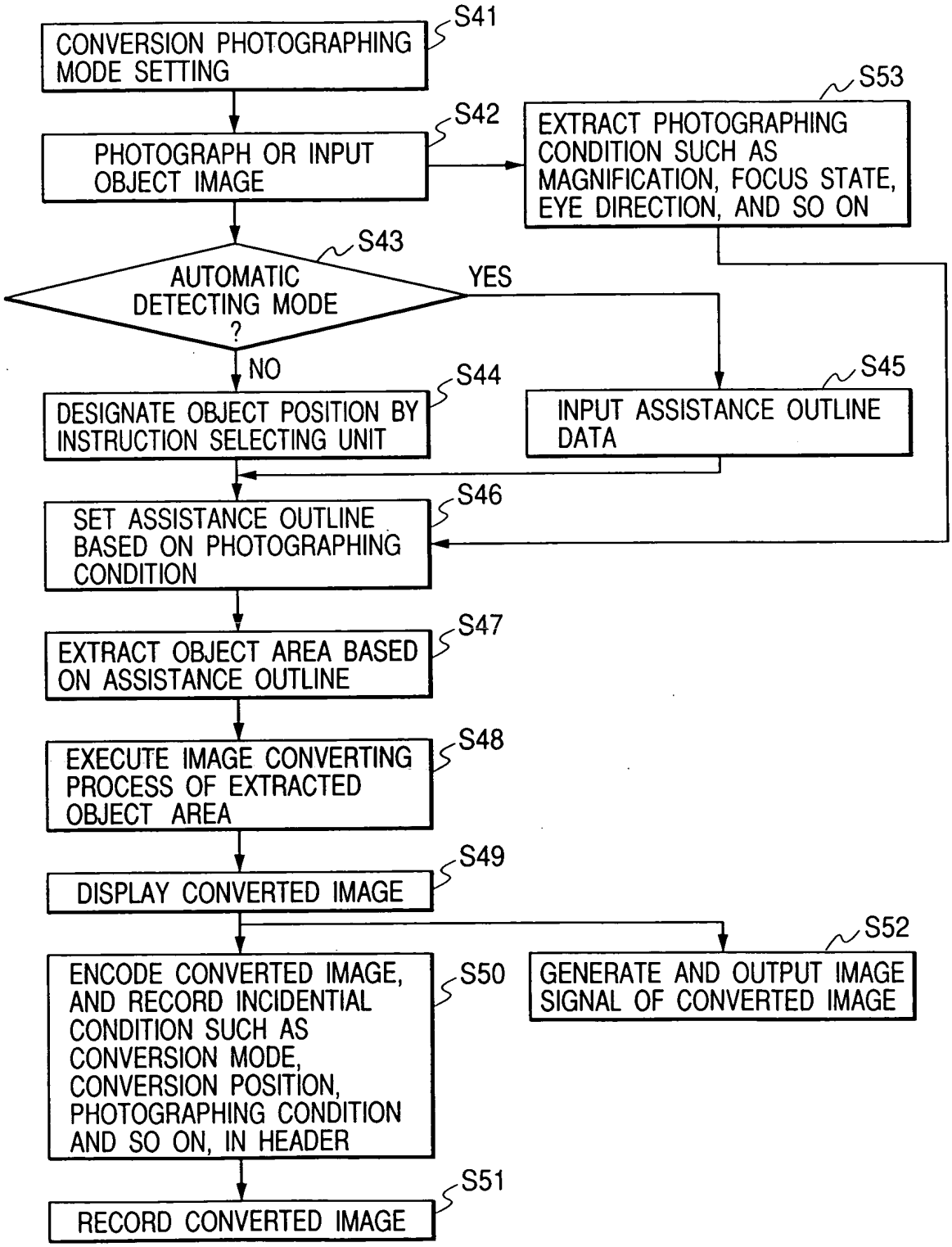


FIG. 14

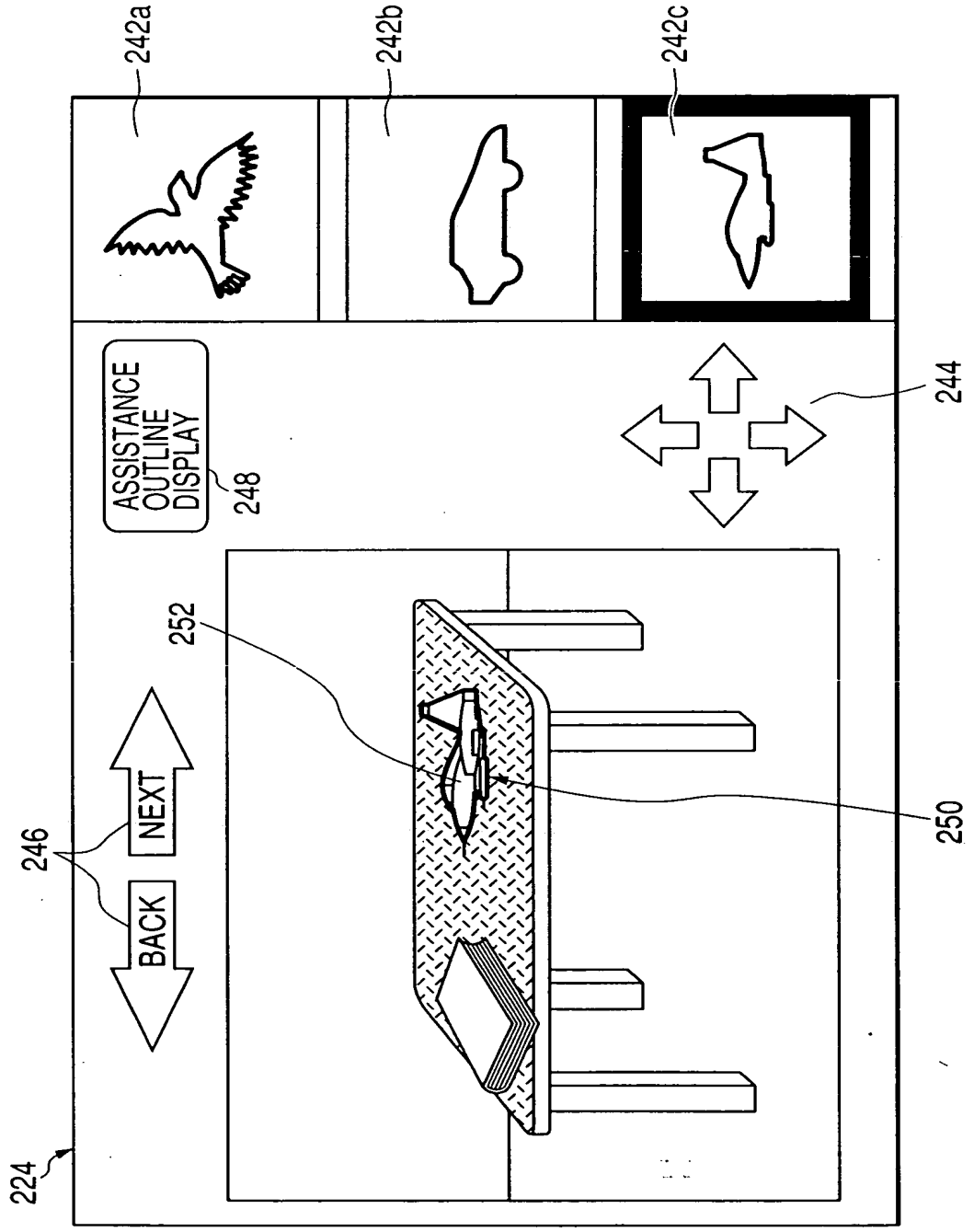


FIG. 15

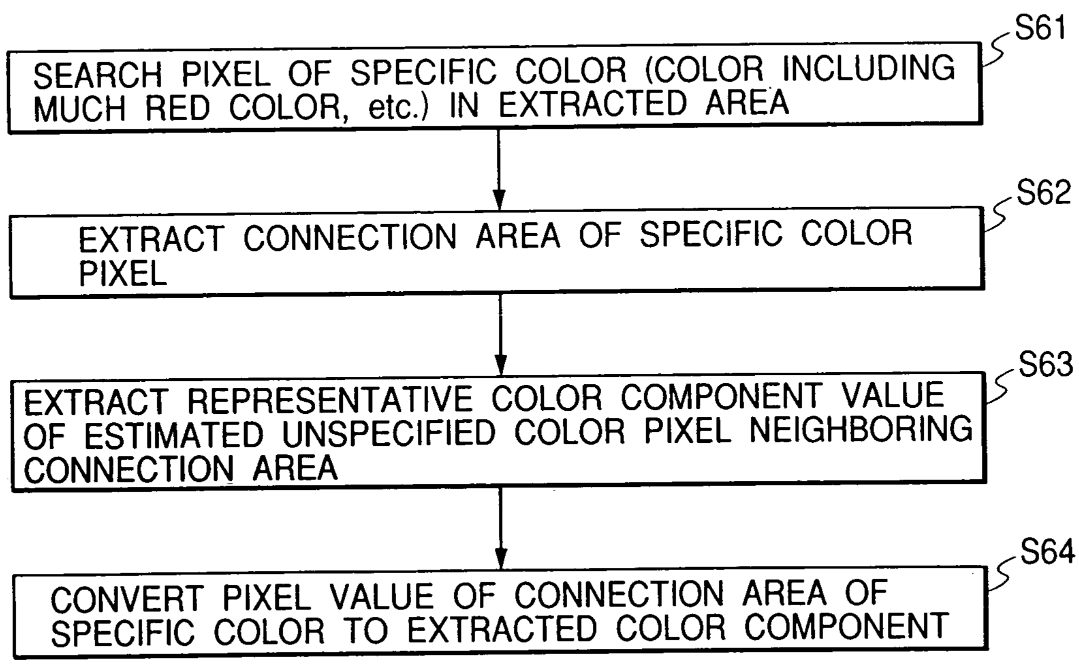
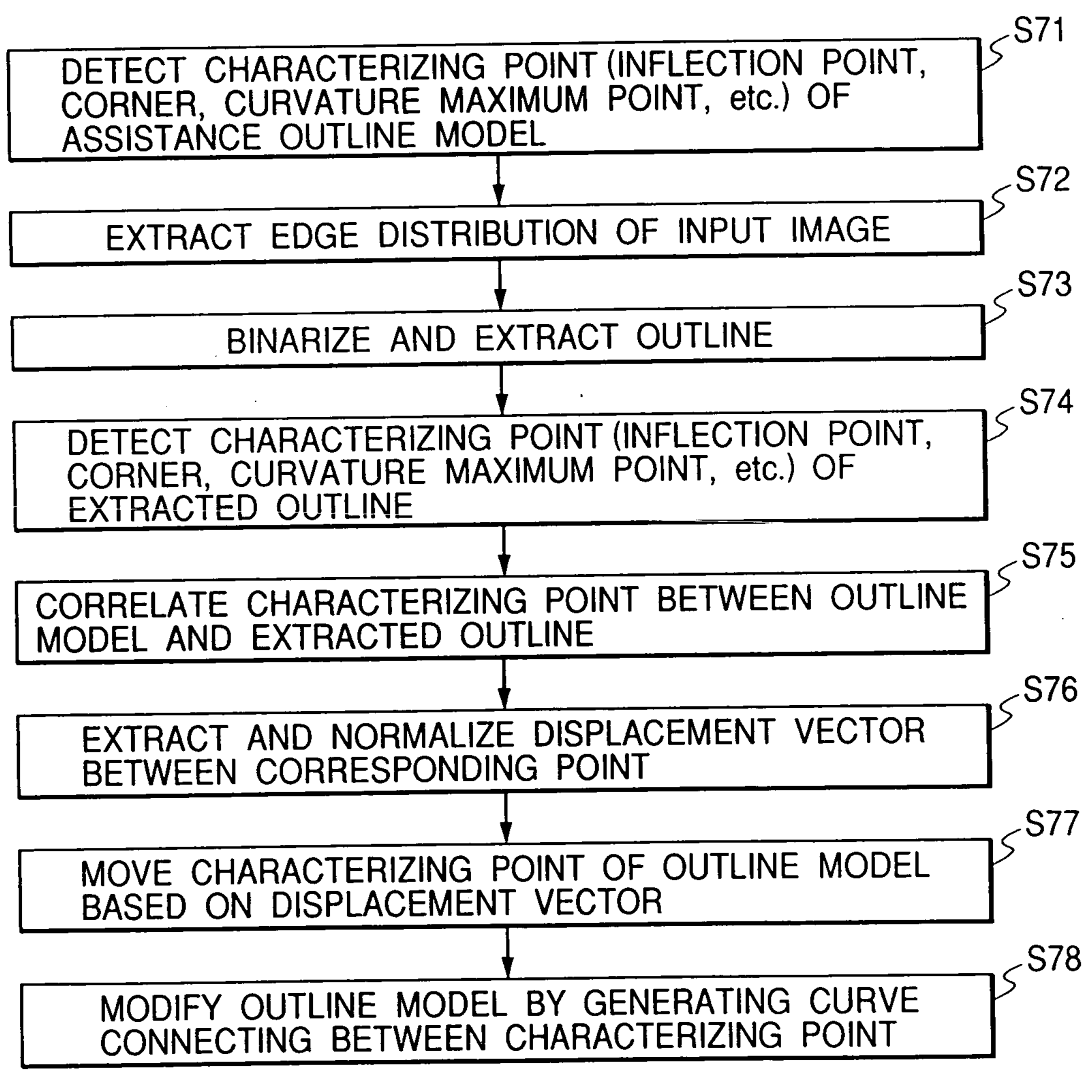


FIG. 16



APPROVED BY DRAFTSMAN	O.G. FIG.	
	CLASS	SUBCLASS

FIG. 17

ITEM	DATA FORM
IMAGE DATA FILE NAME	16 BIT CHARACTER
PRESENCE/ ABSENCE OF CONVERSION PHOTOGRAPHING	INTEGER NUMBER "0" OR "1"
CONVERSION PHOTOGRAPHING MODE	1 : RED EYE CORRECTION 2 : HAIR STYLE CONVERSION 3 : BEARD REMOVAL 4 : BEARD ADDITION 5 : FACE TYPE CONVERSION 6 : COMPOSITE SKETCH 7 : STAIN/FRECKLE REMOVAL
OUTLINE STYLE OF CONVERSION PART	INTEGER NUMBER X1, Y1, X2, Y2 ···
CONVERSION MODEL IMAGE DATA (HAIR, BEARD, FACE TYPE AND SO ON)	24 BIT COLOR, BIT MAP FORMAT

FIG. 18

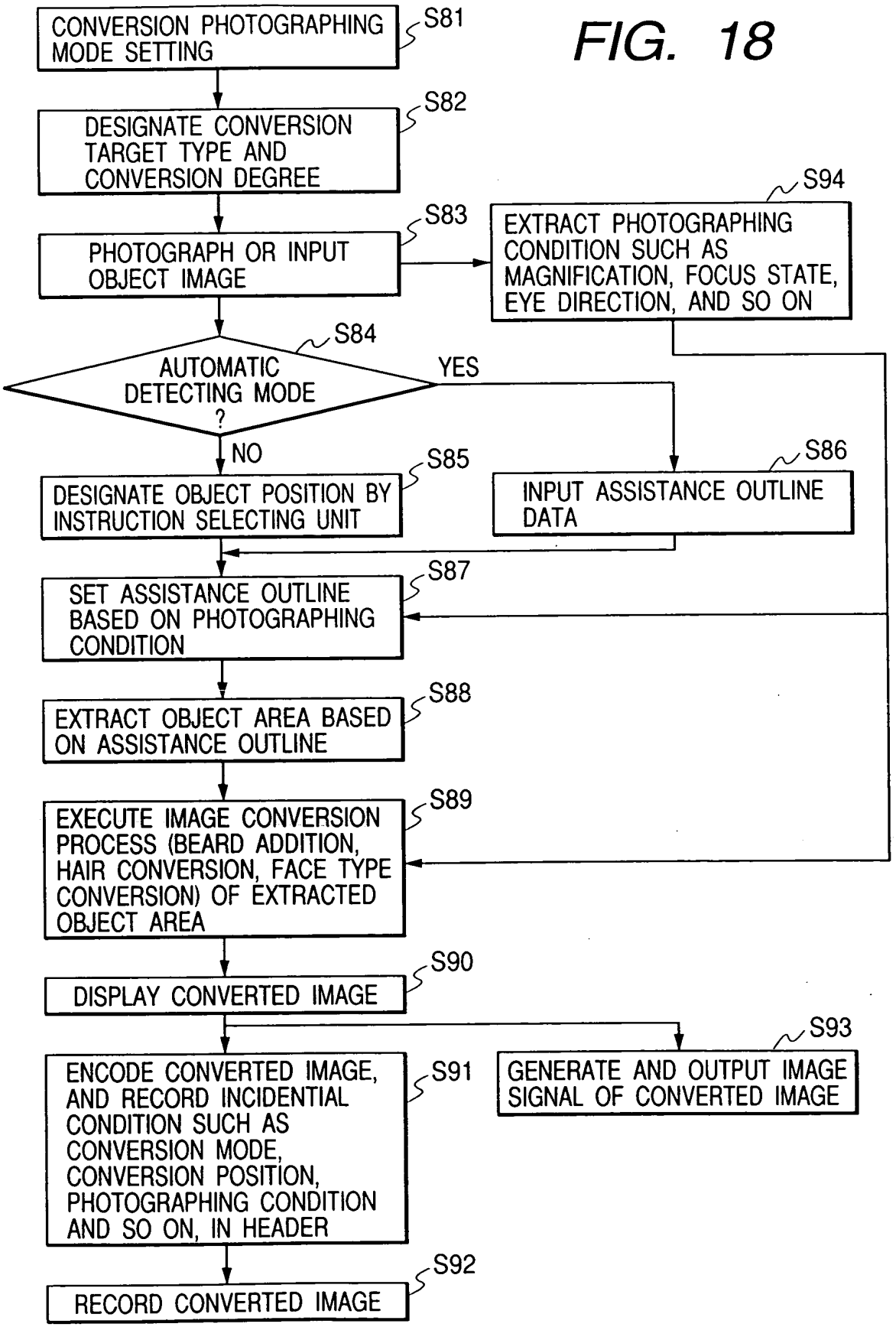


FIG. 19

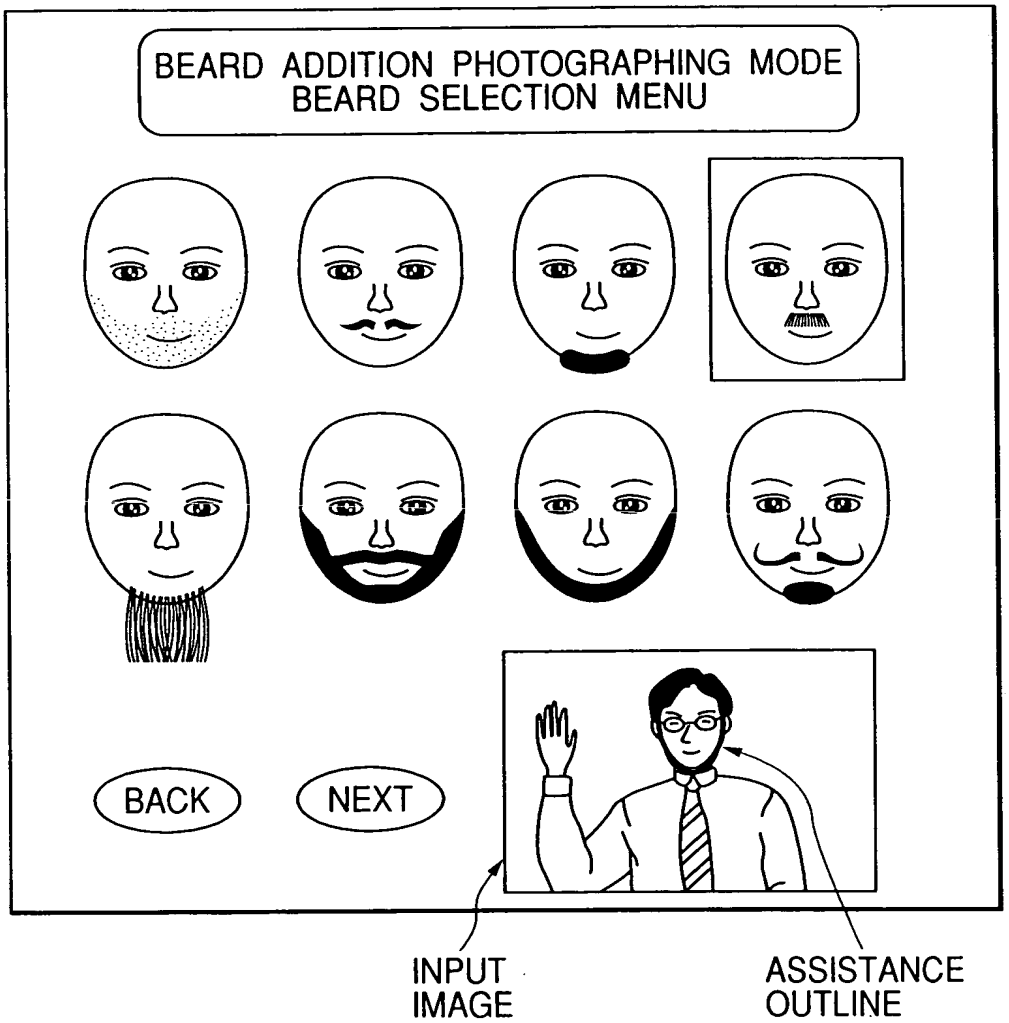


FIG. 20

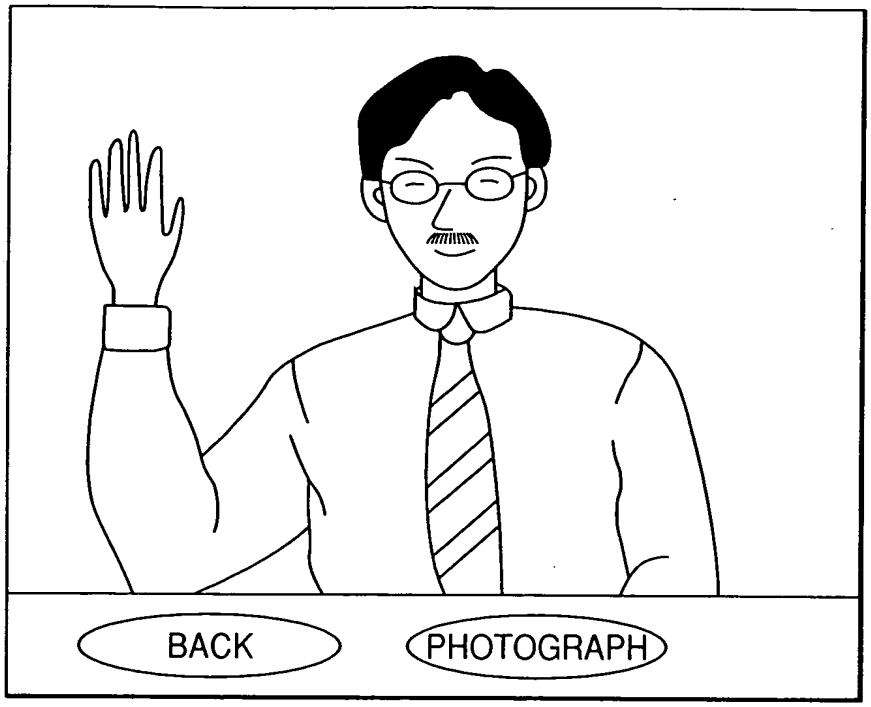


FIG. 22A

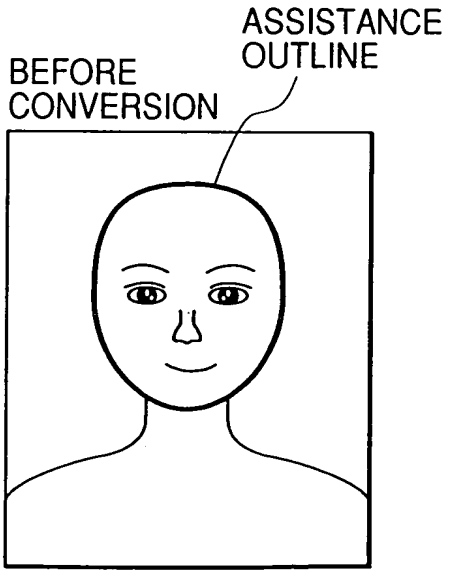


FIG. 22B

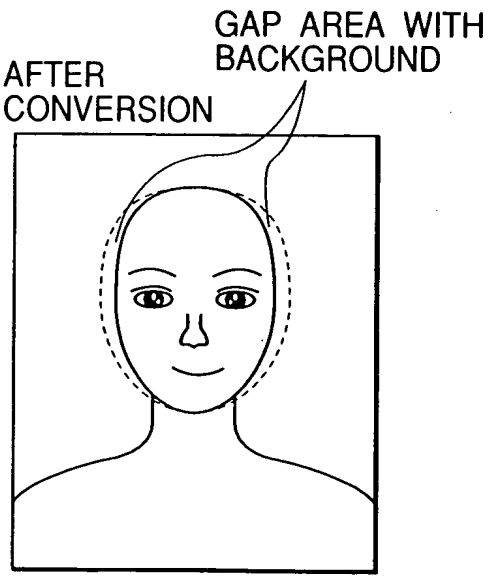


FIG. 21

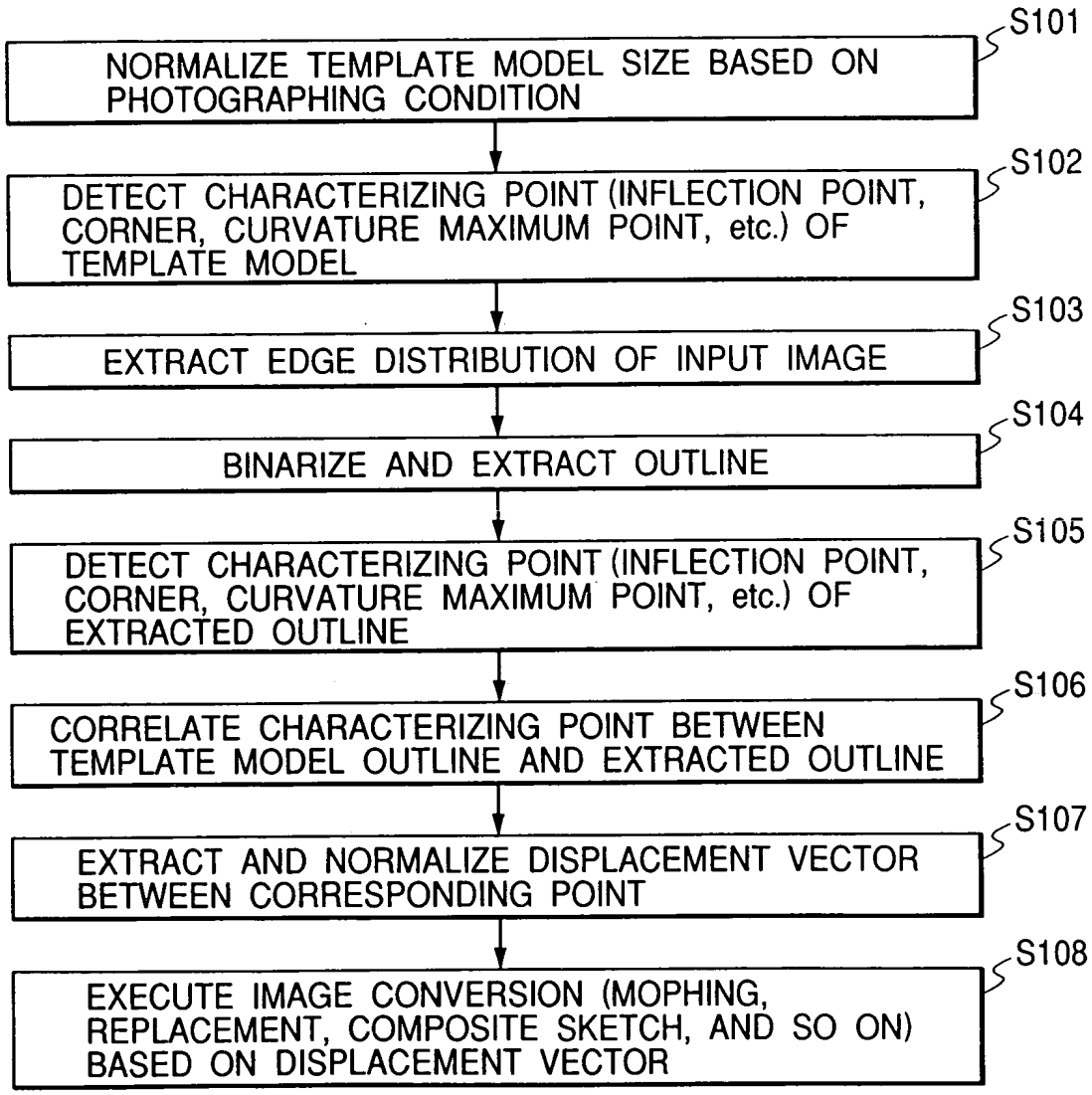


FIG. 23